Editor's Note

The International Journal of Interactive Multimedia and Artificial Intelligence provides an interdisciplinary forum in which scientists and professionals can share their research results and report new advances on Artificial Intelligence and Interactive Multimedia techniques.

The research works presented in this issue are based on various topics of interest, among wich are included: AI for Software Engineering, Education, Computer Vision, Augmented Reality, Natural Language Understanding, Data Mining, Knowledge-Based/Expert Systems, Image Processing, Location systems, Internet of Things, Multiobjective Evolutionary Algorithms and Software architectures.

Barahona et al. presents an architecture and implementation for mobile application that use Augmented Reality techniques to get information while interacting with real objects in the physhical world. The presented application allows the creation of new context aware content for collaborative applications in different fields of knowledge [1].

Solís-Martínez et al. defines a methodology that allows the reduction of the complexity on the common processing modeling notations. The proposed level oriented bussines process methodology is intended for being used by domain experts that will model the domain business processes outside the technical details [2].

Cueva-Fernandez et al. proposes a framework which significantly simplifies the development process of the smartphone applications that require a high degree of interoperability between device sensors. The proposed framework is illustrated with a fuctional prototype that demonstrates the feasibility of creating multidisciplinary applications with several different approaches [3].

Nuñez-Valdez et al. have developed a graphical tool based on domain-specific languages that simplifies the development of 2D games for mobile devices. The proposed tool allows modeling games abstracting from technical details and implementations. The modeled games can be exported to popular mobile platforms, thus allowing to develop games quickly and saving development costs [4].

Puértolas et al. present a new location indoor system that combines the use of Smartphones with location tags. The location tags are based in QR codes and NFC tags and serve for determine the user's position and orientation. The proposed system can use the information to calculate the optimal toure to the destionation [5].

Rodriguez et al. presents a revision and an analysis of the Open Data initiative situation in Spain. The analysis looks at origins and concepts, the legal framework, current Initiatives and challenges that must be addressed for the effective reuse of public information industry [6].

Fuente et al. proposes a novel approach to empower domain experts in developing adaptability solutions by using automated sets of production rules in a friendly way. This approach is focused on the expert's domain knowledge, allowing them to evolve and adapt the software focusing on business logic and not on technical aspects. This approach is particularly useful for very dynamic or changing sectors with rules closely linked to the domain [7].

Sandra Garcia presents a resume of her doctoral thesis called: "Application of Multiobjective Techniques for Robust Portfolio Optimization". Supervised by Dr. David Quintana Montero and Dr. Inés M. Galván León and defended at Carlos III of Madrid (Spain) [8].

Dubey et al. presents a novel algorithm, specially designed to detect defects in fruits. The manual identification of fruits defects is a very slow and expensive process. This research work proposes a segmentation of fruits based on color features with K-means clustering unsupervised algorithm. The authors apply their proposal to a real case in identifying defects in apples; this real case is useful to validate the effectiveness and quality of the proposed approach [9].

Gil et al. analyzed and reviewed several of the technologies of knowledge exchange and dissemination, putting particular emphasis on technologies that affect the field of education. This article focuses in the question emerging from the clash of the rights to education in a wide sense and the rights derived from authorship [10].

Daniel Burgos presents an innovative adaptation of eLearning model which supports user behaviour, user interaction, and personalised counselling by a tutor to improve the usual model. Also he shows the built eLearning module that implements this conceptual model in a real application case [11]

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